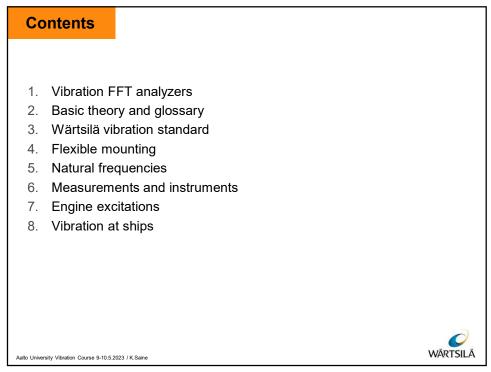
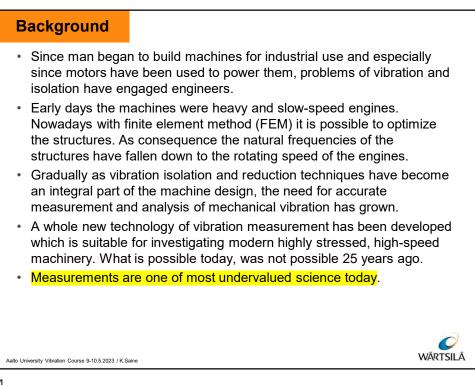
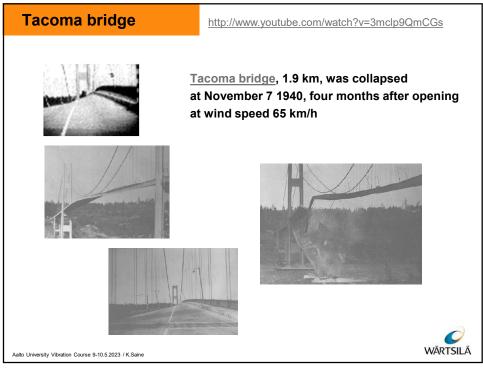
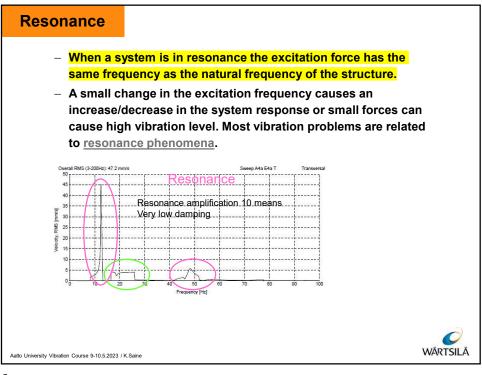


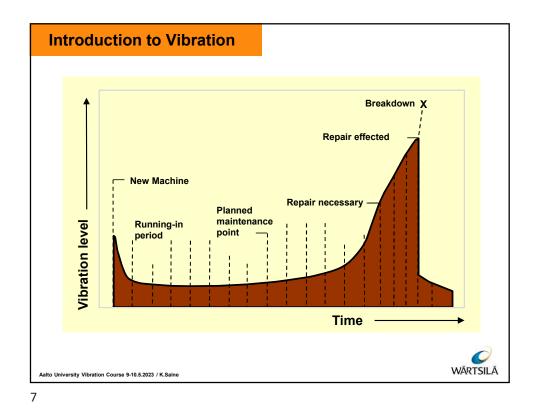
Introduction Kari Saine, Noise & Vibration engineer, whole my carier I have worked at R&D department at Wärtsilä Vaasa Factory Graduated at Tampere University of technology 1986 Be supervisor about 35 M.Sc or B.Sc thesis Published about 60 papers in international conferences or magazines Last 25 years kept this kind of vibration and noise courses

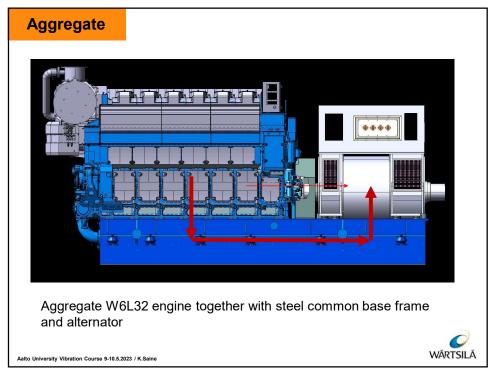


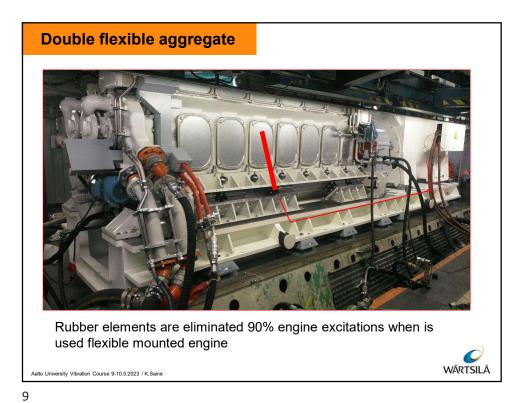


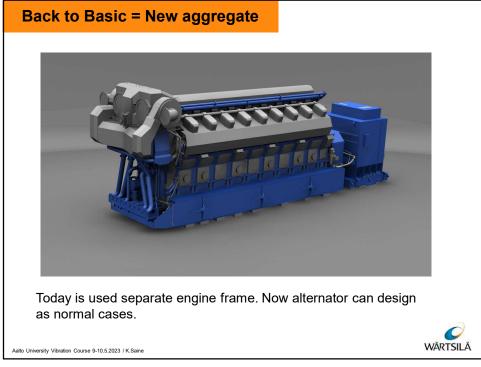


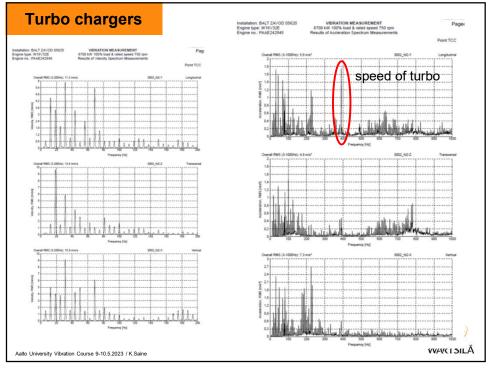


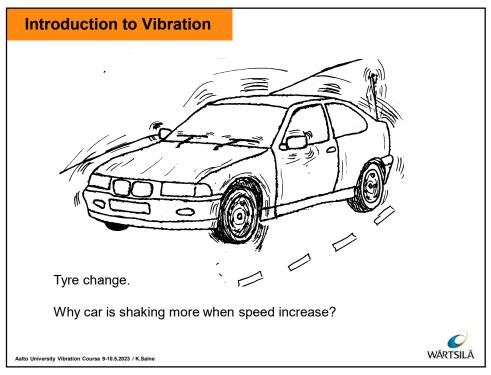




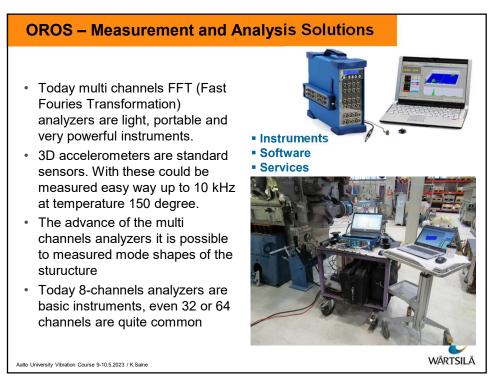


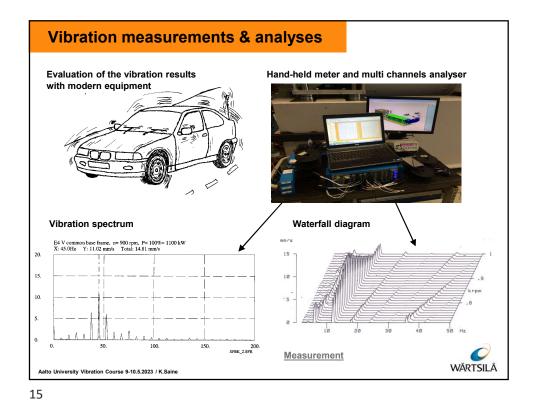


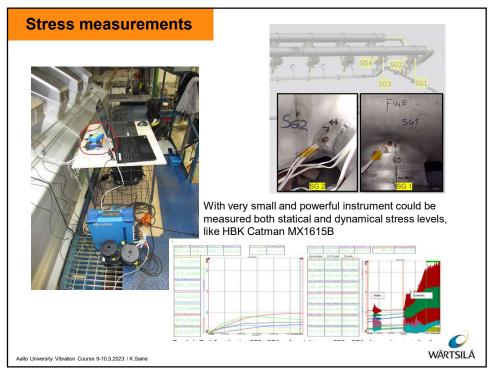


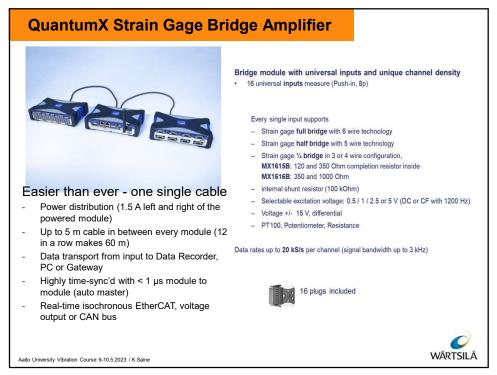




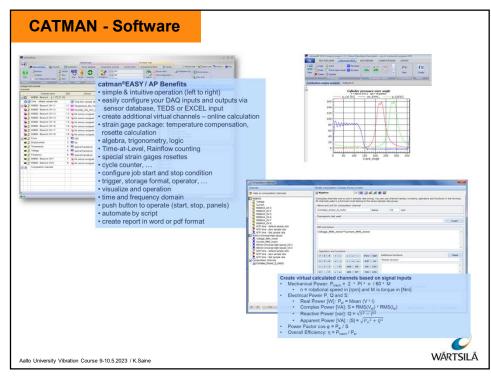




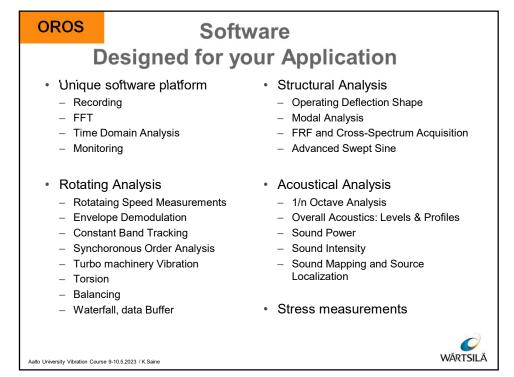


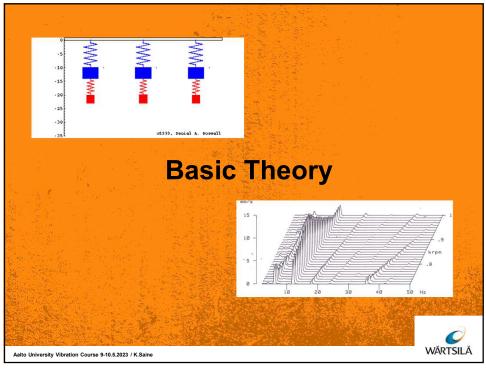


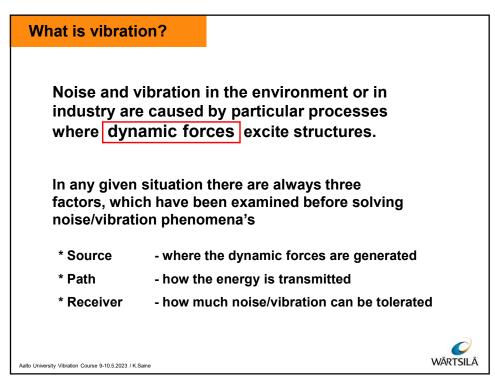














DISPLACEMENT (mm) relevant at low frequency part of the spectrum. Frequency range up to 30 Hz. Due to Mass forces/resilient mounting system;

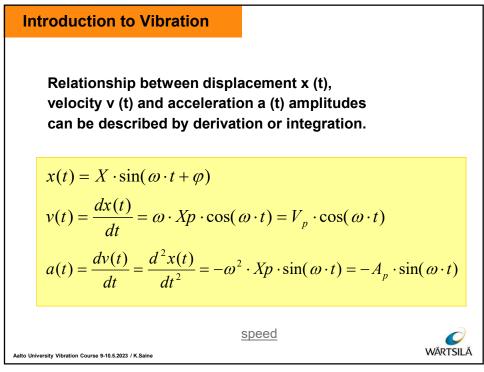
VELOCITY (mm/s) corresponds to a given energy level of the system. Typical frequency range 10-300 Hz. It is recommended to use this. It is related to stress level of the measured component.

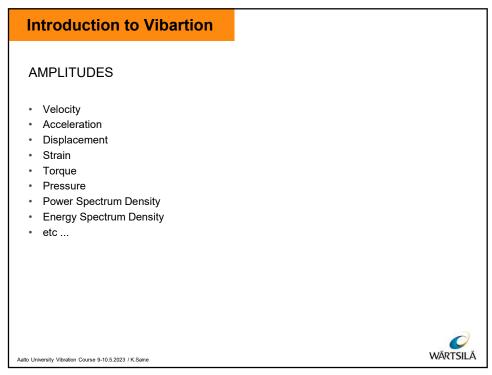
ACCELERATION (m/s²) measurements are weighted towards high frequency vibration components, used where the frequency range of interest cover high frequencies range from 100 Hz up: turbochargers and electronic components or little mechanical components rigidly connected to engine structure. It is related to force level of the measured component.

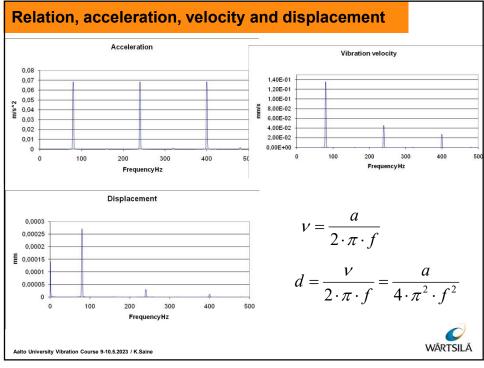
The relationship between displacement, velocity and acceleration amplitudes can be described by formulas including vibration frequency and time.

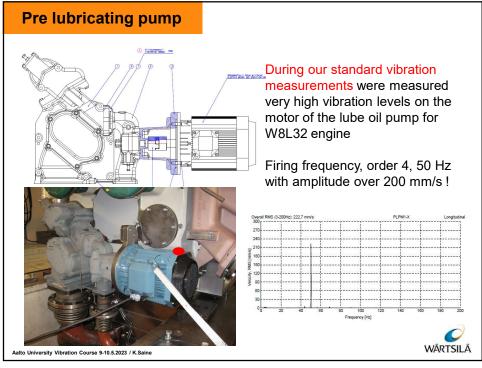
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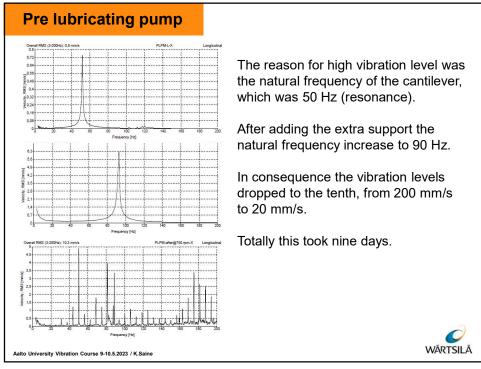


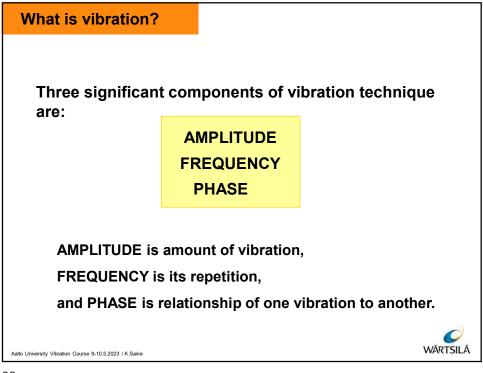




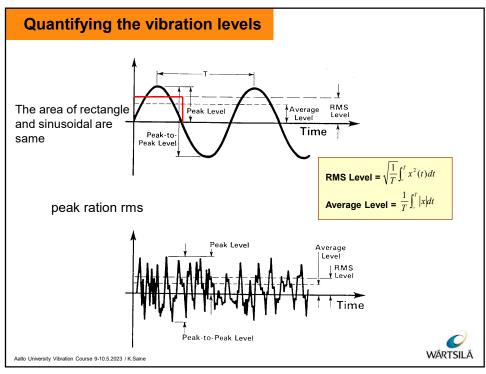


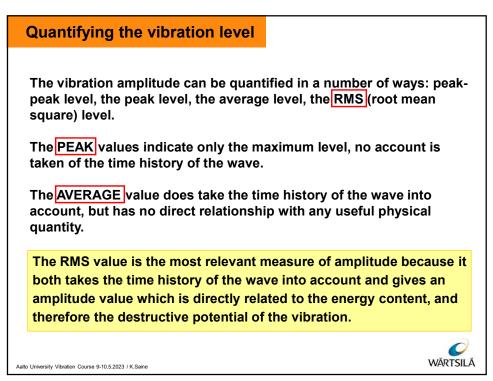


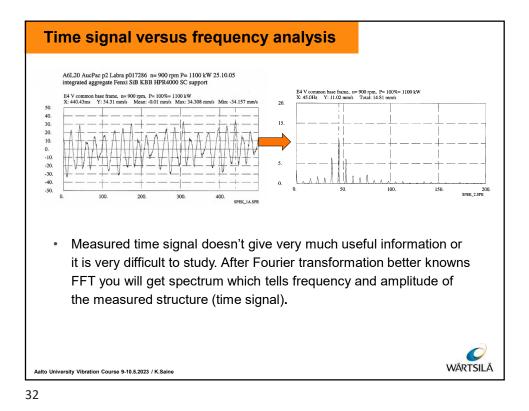


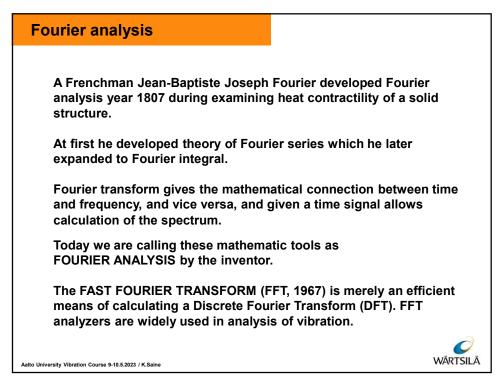






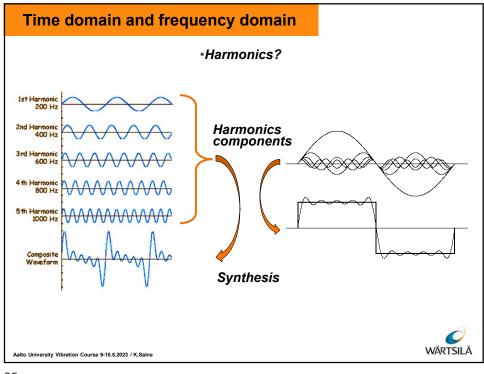




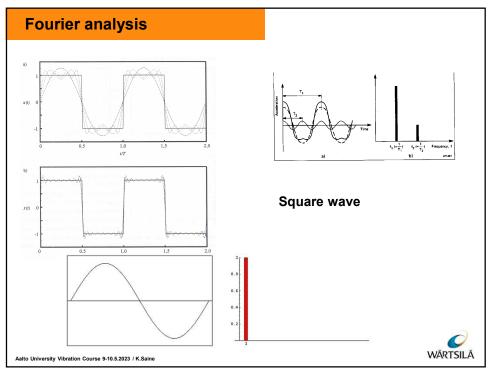


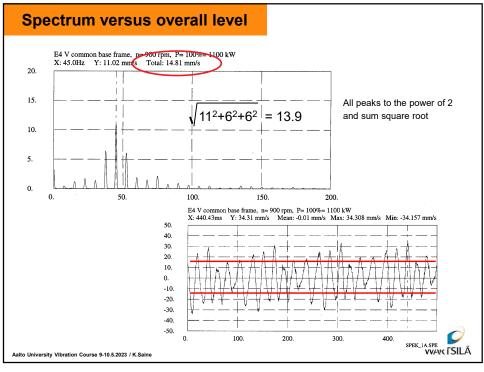


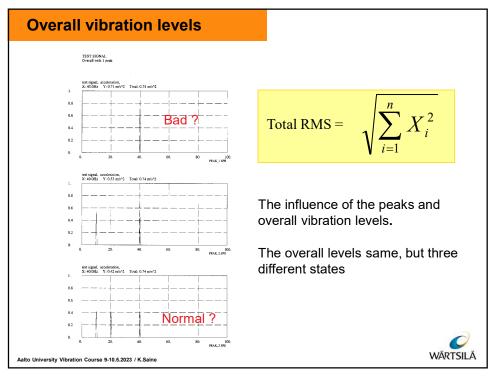
Time domain and frequency domain Fourier Transform gives the mathematical connection between time and frequency and vice versa. Any periodic curve, no matter how complex, may be looked upon as a combination of a number of pure sinusoidal curves with harmonically related frequencies. $F(t) = X_0 + X_1 \cdot \sin(\omega \cdot t) + X_2 \cdot \sin(2 \cdot \omega \cdot t) \dots + X_n \cdot \sin(n \cdot \omega \cdot t) + Y_1 \cdot \cos(\omega \cdot t) + Y_2 \cdot \cos(2 \cdot \omega \cdot t) + \dots + Y_n \cdot \cos(n \cdot \omega \cdot t)$ or $F(t) = X_0 + \sum_{n=1}^{\infty} (X_n \cdot \sin(n \cdot \omega \cdot t) + Y_n \cos(n \cdot \omega \cdot t))$ $E(t) = X_0 + \sum_{n=1}^{\infty} (X_n \cdot \sin(n \cdot \omega \cdot t) + Y_n \cos(n \cdot \omega \cdot t))$

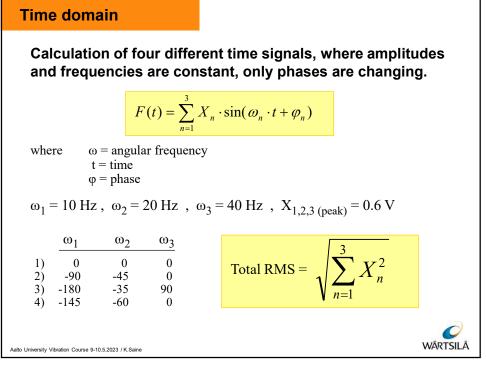


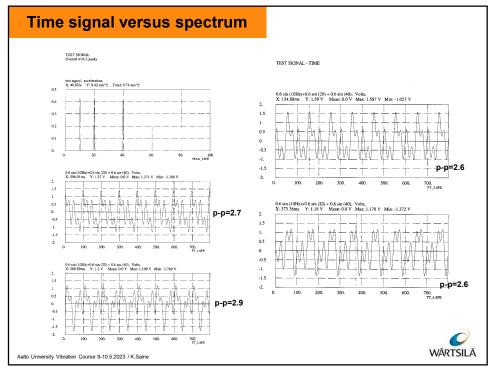


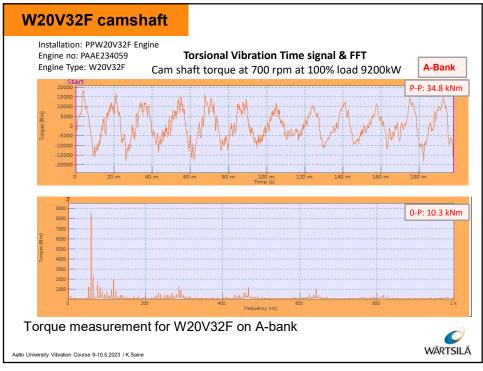




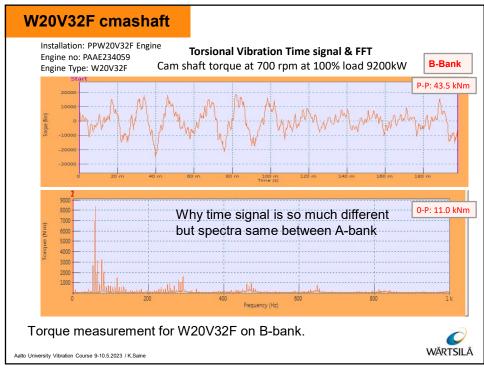


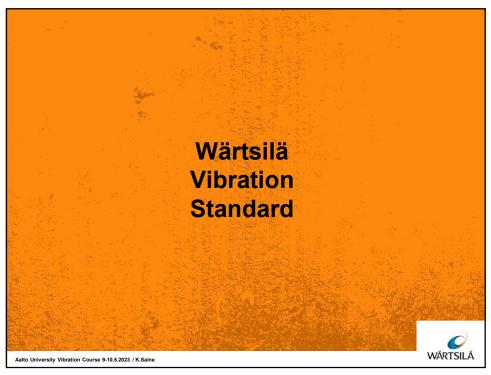


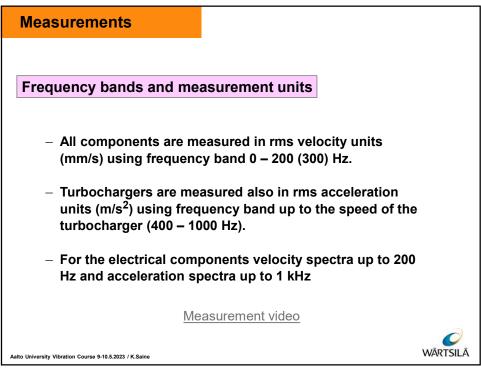


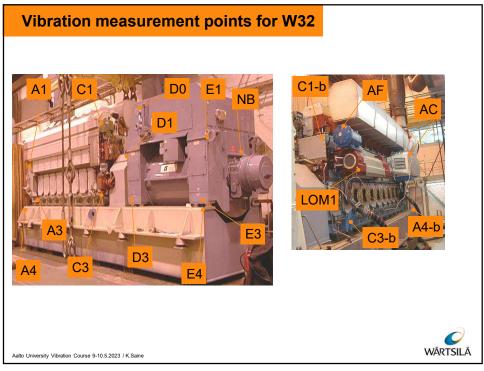


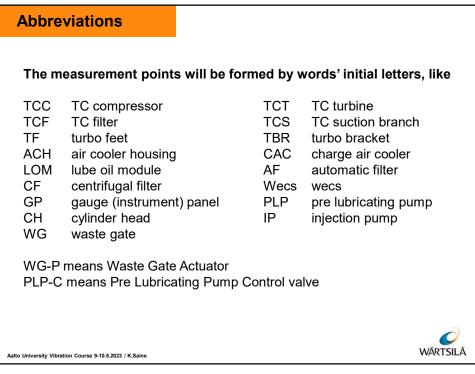


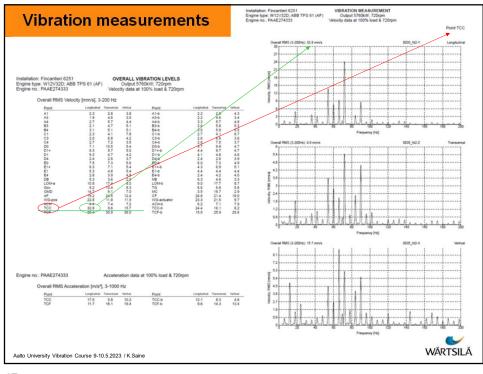




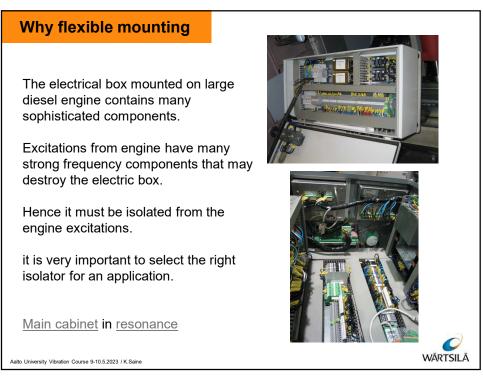


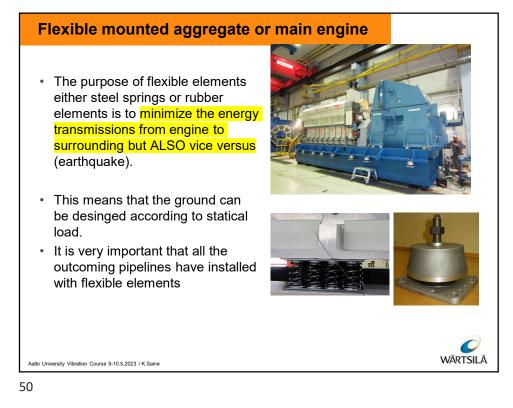


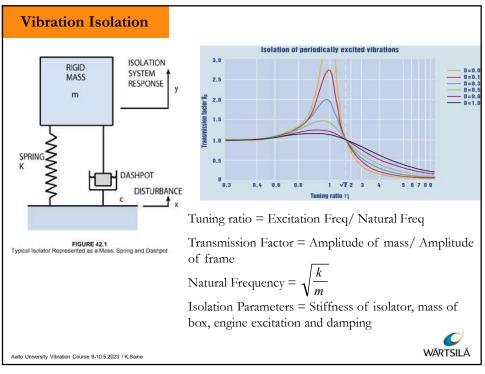




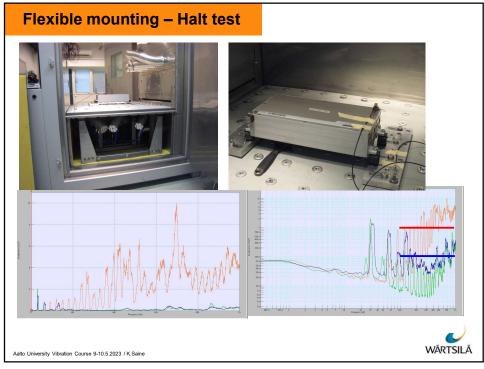


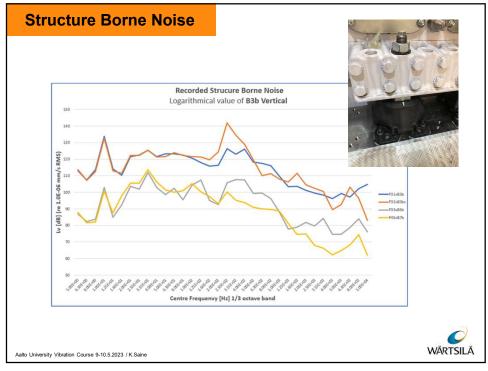


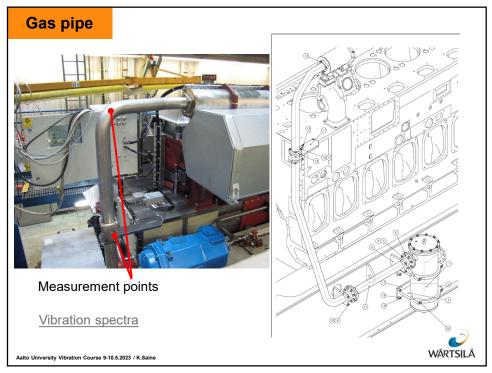


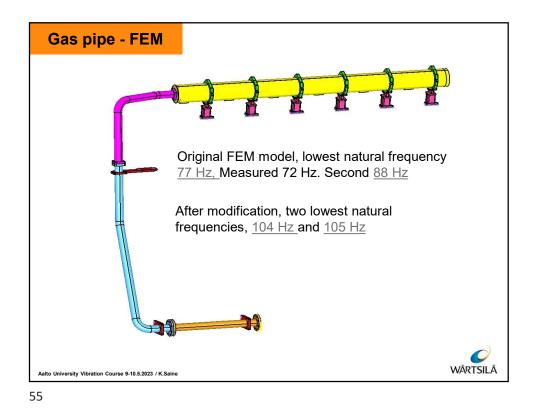


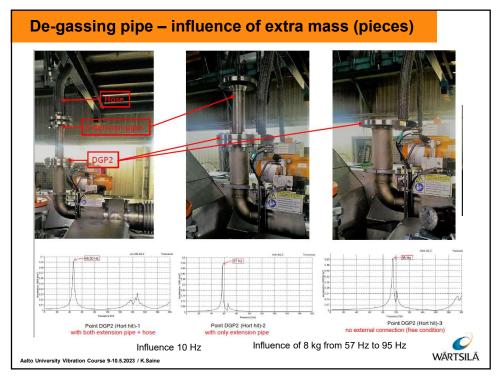






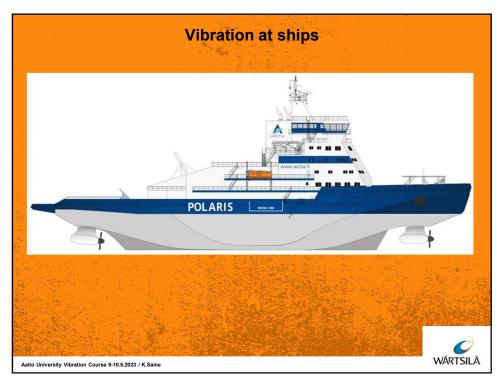


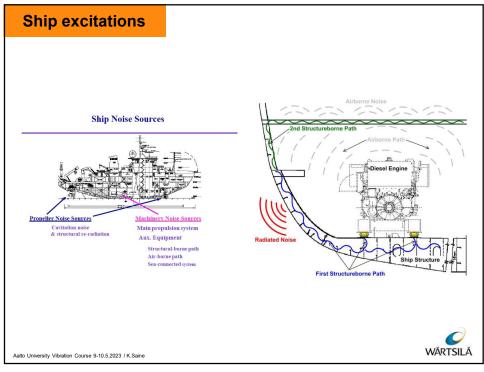


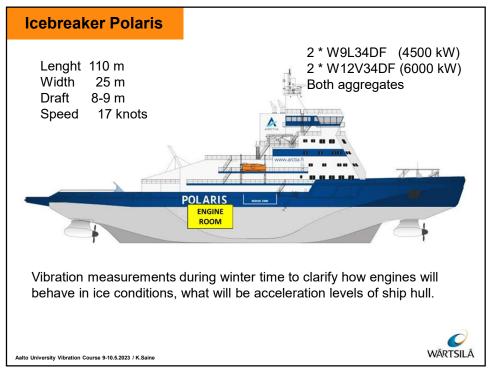


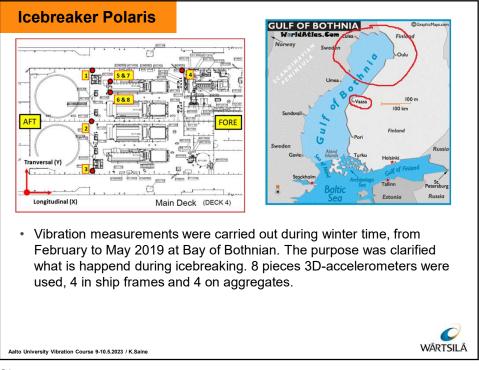
Standards

•	ISO 6954	Mechanical vibration-Guidelines for measurement, reporting	
•	ISO 8528-9	Reciprocating internal combustion engine driven alternating generating set	
•	ISO 10816-6	Mechanical vibration-Evaluation of machine vibration by measurements of nonrotatin parts	ng
•	ISO 1940-1	Mechanical vibration-Balance quality requirements for rotors	
•	ISO 11342	Mechanical vibration-Methods and criteria for the mechanical balancing of flexible rotors	
•	IEC 60068-2-6	Environment testing: Vibration	
•	IEC 60068-2-27	Environment testing: Shock	
•	IEC 60068-2-64	Environment testing: Vibration, broadband random and guidance	
٠	etc.		
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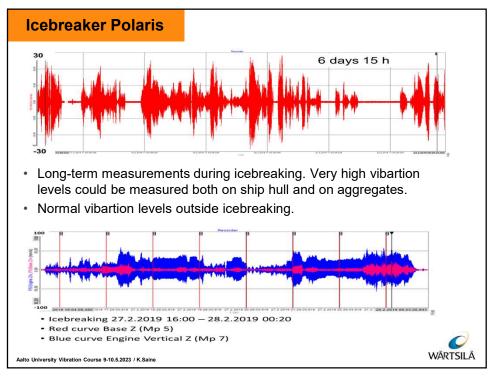


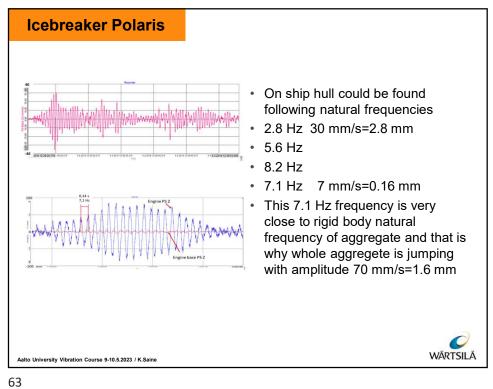




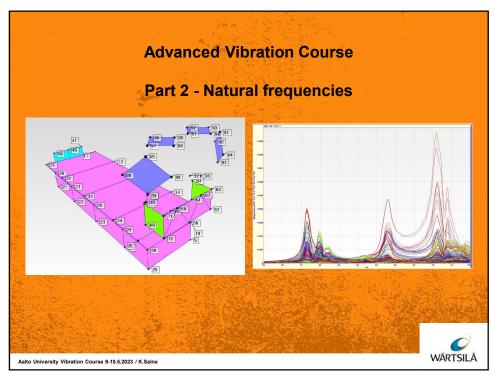


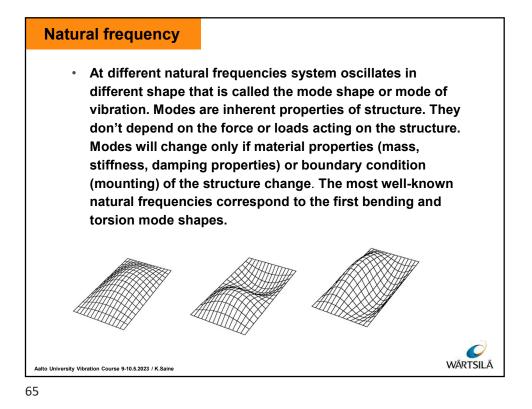


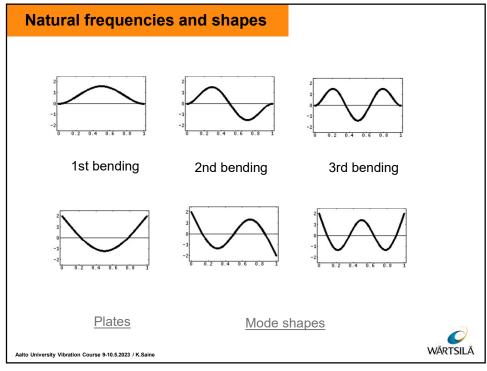


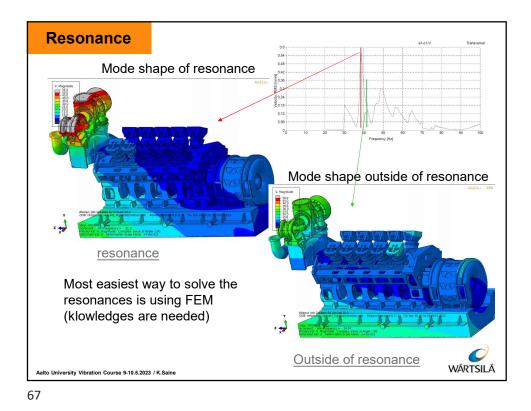


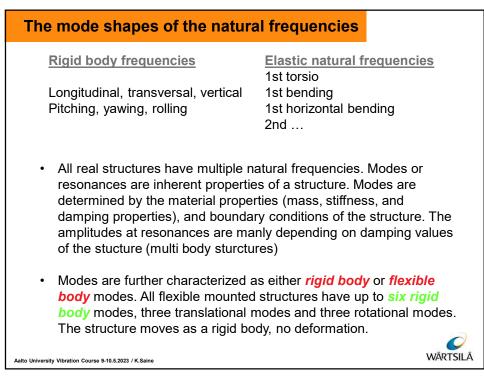


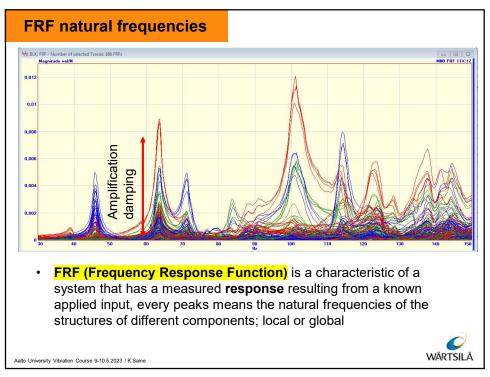




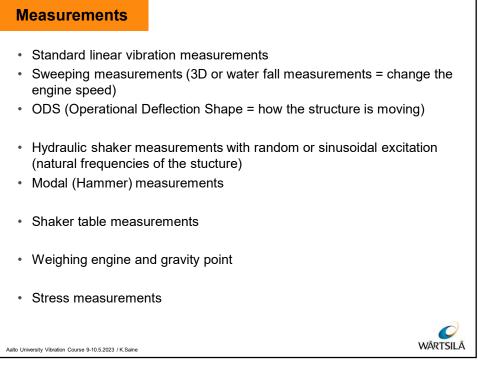


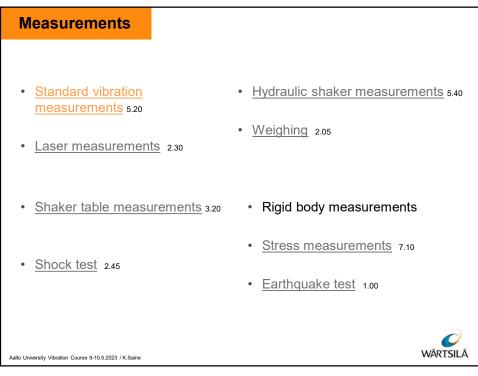


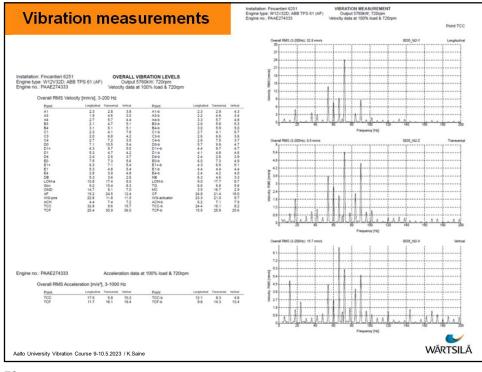


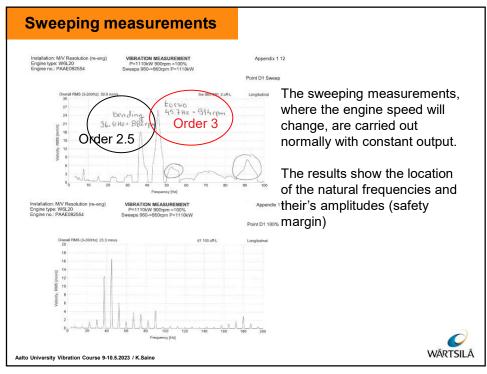


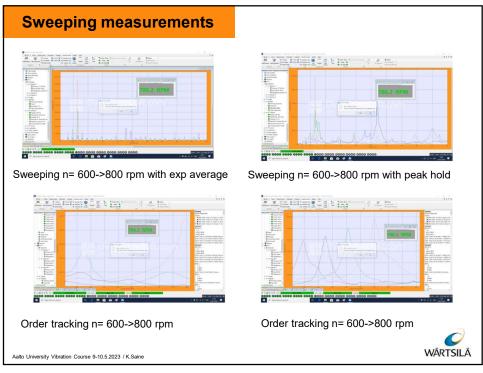




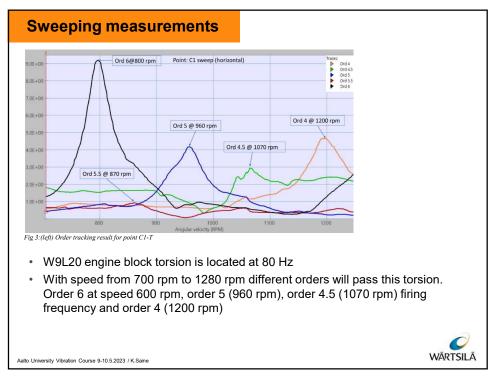


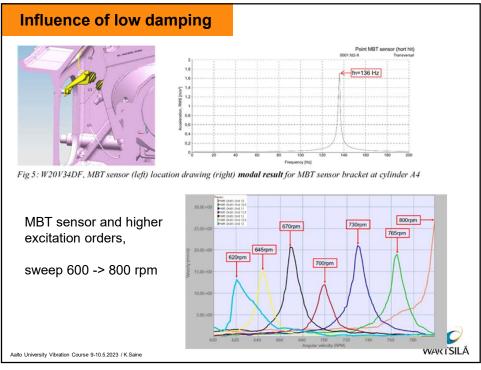




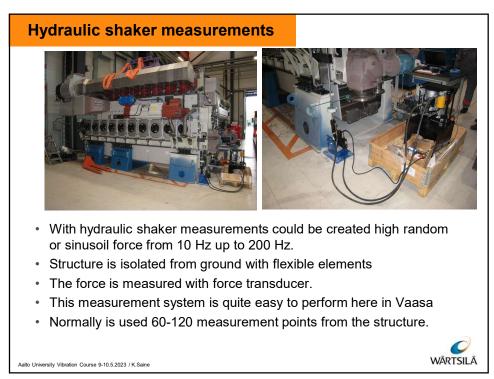


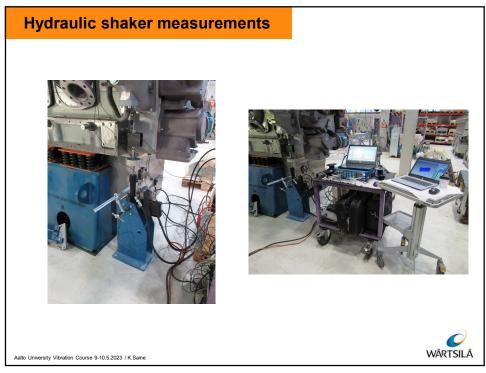


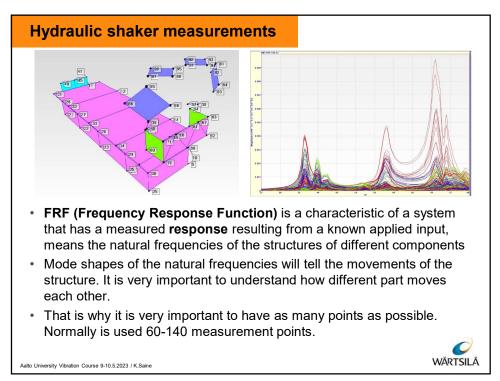


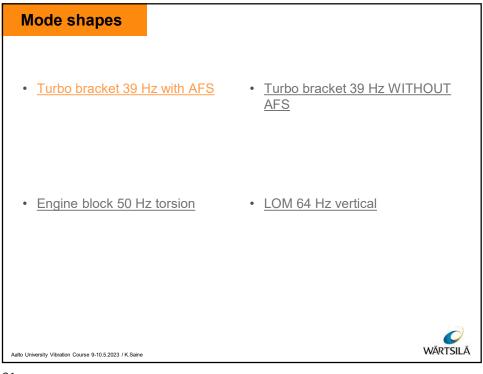


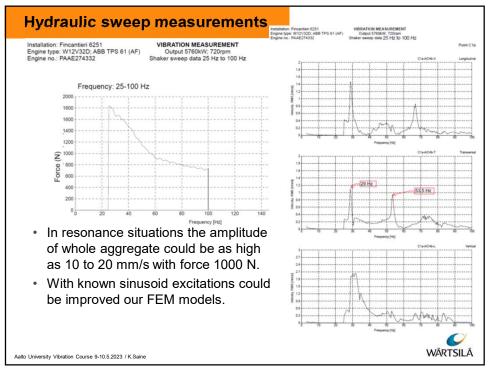


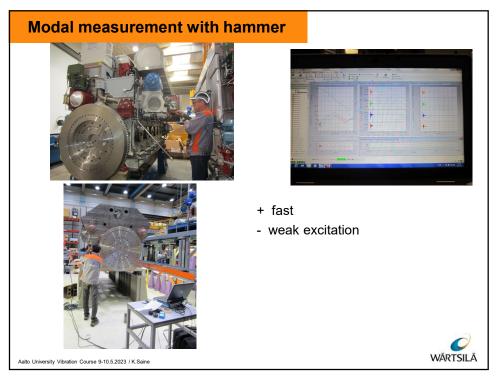


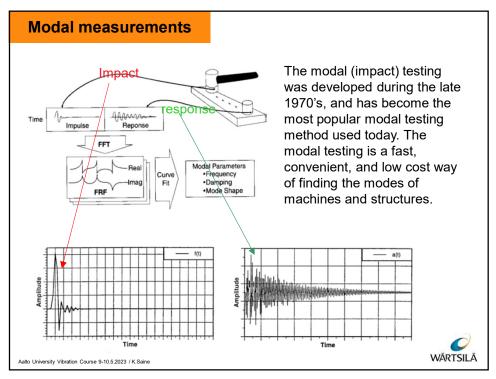


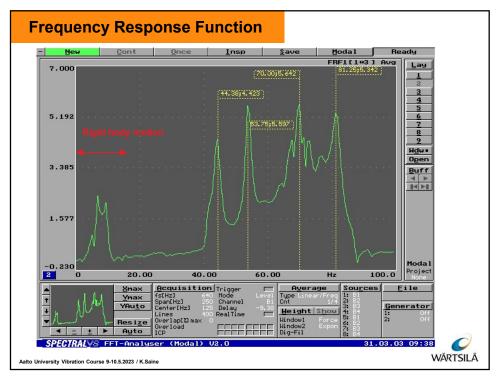


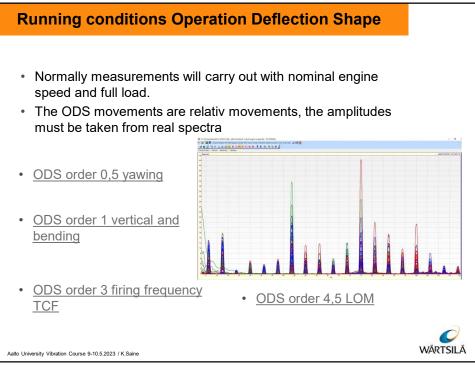


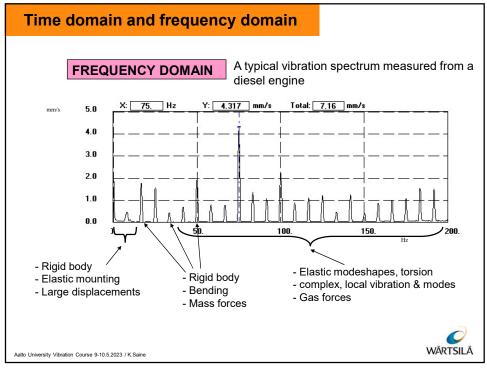


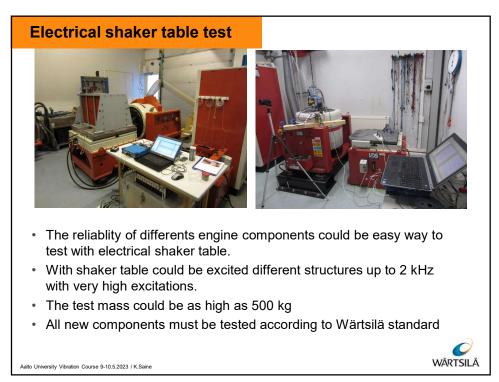


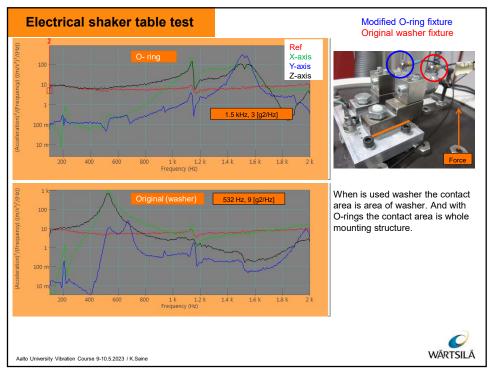


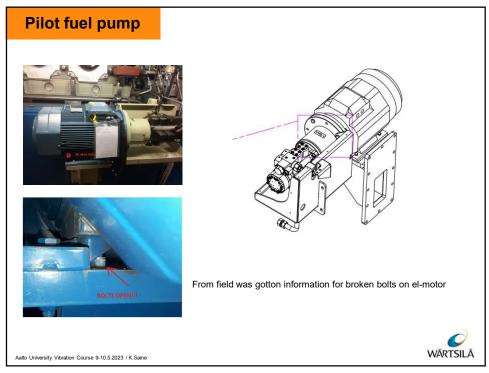


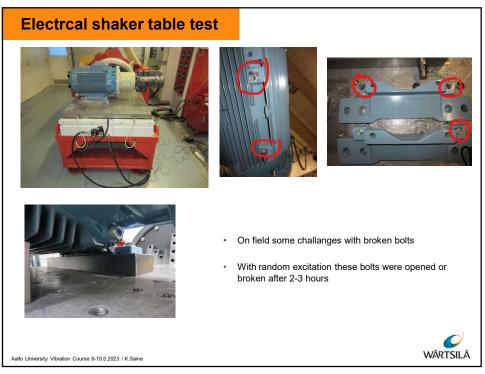


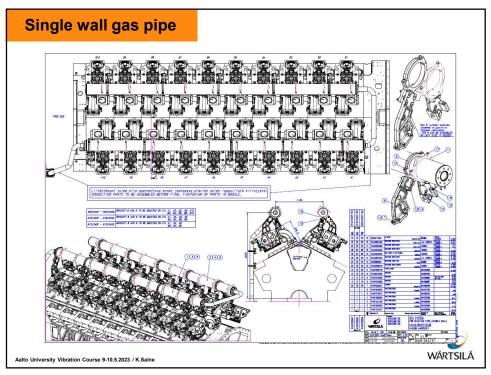


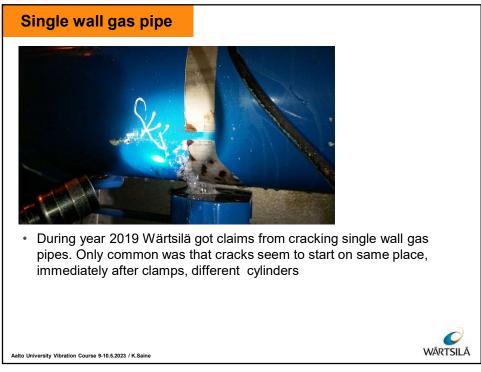


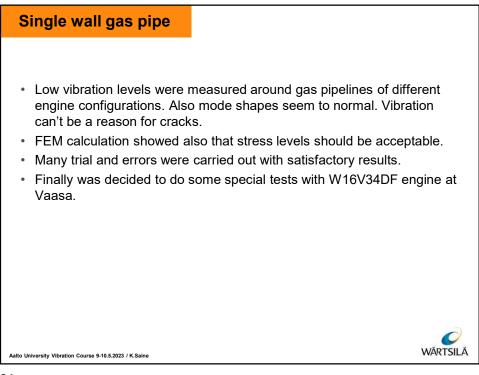


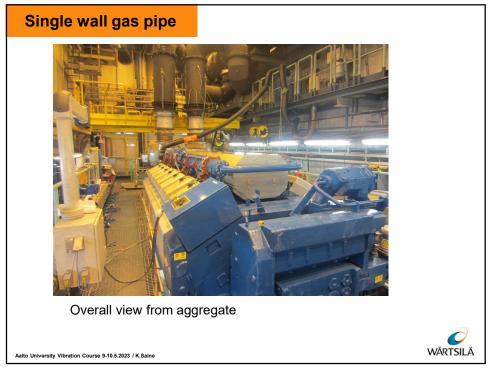


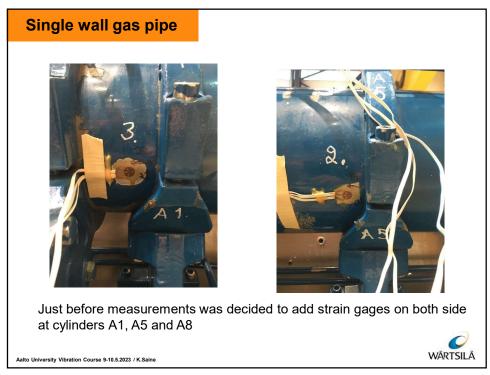


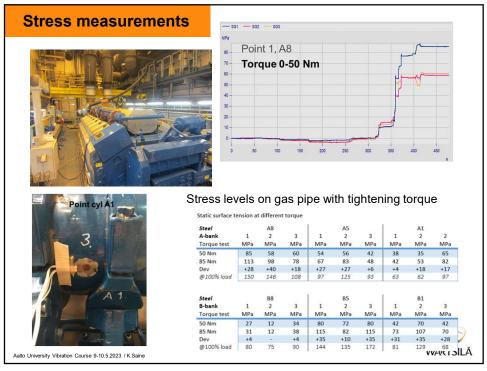


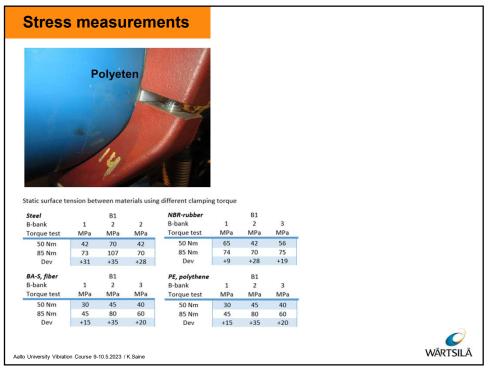


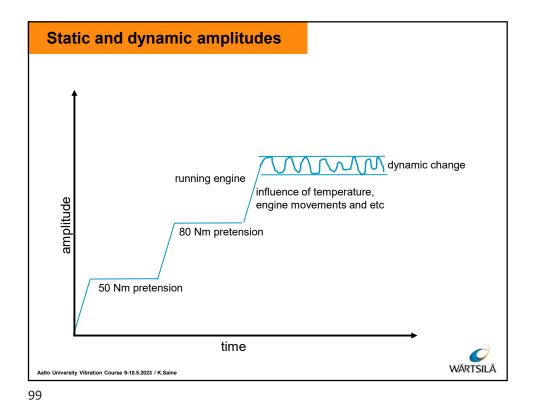












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